



# COMING SOON

FROM JALECO USA



# SHOKENDO

The Ultimate Fighting Game



JALECO.



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SEGA™



SEGA SATURN™

T-5703H



JALECO™



STATS INC.



LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

KIDS TO ADULTS



AGES 6+

**WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.**

**HANDLING YOUR SEGA SATURN DISC:**

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft, dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.



This official seal is your assurance that this product meets the highest quality standards of SEGA™.

Buy Games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ System.

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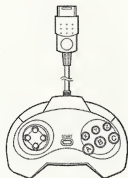
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## SETTING UP YOUR GAME

Set up your Sega Saturn as shown in the Sega Saturn Instruction Manual. Place the Bases Loaded '96: Double Header™ disc, label side up, in the well of the CD tray and close the lid.



Turn on the monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn off the system and ensure that it is set up properly.



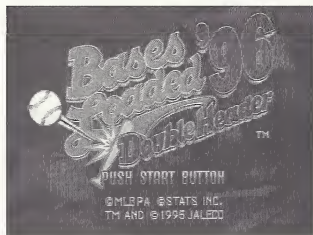
## HANDLING SEGA SATURN DISCS

Be sure to keep your discs clean and handle them carefully. If your Sega Saturn has trouble reading a disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping in a straight motion toward the edge.



## STARTING THE GAME

When you insert the disc, the "Bases Loaded '96: Double Header™" Title Screen will be displayed. Press the Start Button. When you press it, the Select Made Screen will appear. At this screen you can choose from a variety of play settings.



## SELECTING THE MODE OF PLAY

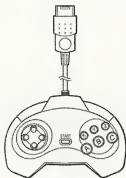
You can choose one of the following modes at the Select Mode screen: Season, Exhibition, Championship, Trade, and Options. Press the Left or Right Direction Buttons to select a mode. Press C to confirm your selection. To cancel your selection press B.



- Regular Season** - Play a full 162-game season, or select a 13, 26, or 52 game season schedule. 1P vs. CPU only.
- Exhibition** - Play a single game with the teams of your choice. 1P vs. CPU, 2P vs. CPU or CPU vs. CPU. Play your MVP games here
- Championship** - Play a 7-game Championship, or select shortened 3 or 5 game series. 1P vs. CPU.
- Trade** - Trade players to customize your team roster.
- Options** - Select stereo or manual sound, Perform a sound effects and music test, or choose from a variety of controller settings.

## MENU STANDARD CONTROLLER SUMMARY

- Direction Button** - Move through selections.
- Start Button** - Start Game.
- A or C** - Decision
- B** - Cancel decision or go to previous screen.



## GAME STANDARD CONTROLLER SUMMARY

The control summary and control functions shown are for the original controller settings.

### Pitching

**Left and Right Direction Buttons** - Move pitcher left or right.

**C** - Pitch.

**B** - Field view.

### Batting

**Left and Right Direction Buttons** - Move batter left or right.

**C** - Swing.

**B** - Bunt.

### Fielding and Throwing

**Direction Buttons** - Move fielder.

**Direction Button + C** - Throw ball.

**Direction Button + B** - Touch base.

### Base Running

**Direction Button + B** - Advance to selected base.

**Direction Button + A or C** - Return to selected base.

**Direction Button + A** - Steal base.

**C** - Slide

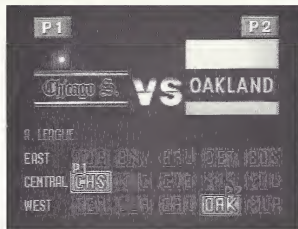
**Left Shift** - All runners advance.

**Right Shift** - All runners return.

### Camera Angle

During a game, pressing the **X** Button will switch the fielding screen from low angle to high angle, or when already on high angle setting, back to low angle.

You can change leagues by pressing **Left Shift** or **Right Shift**. To move through the teams, use the Direction Buttons. To select a team press **C**.



When playing in Exhibition mode, use the Left or Right Direction Buttons to select the home team. Use **C** to confirm your selection.

Eight stadiums are available including the Jaleco stadium. To move through the stadiums use the Up and Down Direction Buttons.

From the Regular Season Menu you can select to play a game, view your team's schedule, or access a variety of statistics.

<b>Exit -</b>	Exit the menu and play ball!
<b>Game options -</b>	Fielding and/or running can be set to Manual or Auto. If set to Auto mode, the CPU will handle all of the fielding or running for you.
<b>Schedule -</b>	View the team's schedule for the entire season. To exit the Schedule screen, press <b>C</b> .



**Statistics -** League standings, Pitching and Batting Stats for your team, League Leaders, and Rosters can be viewed. To exit any of the statistics screens, press **C**.

## League Standings

Check out the current league standings from around the nation. Use the Up and Down Direction Buttons to view each league.

N LEAGUE		D FROM SELECT, Q ENT					
EAST	G	W	L	GB	PCT	AVG	HS
FLA	13	7	6	0.0	.538	.276	85
NY	13	7	6	0.0	.538	.263	89
ATL	13	6	7	1.0	.462	.273	129
MON	13	5	8	2.0	.385	.274	93
N.Y.	13	5	8	2.0	.385	.263	80
CENTRAL							
CHI	13	13	0	0.0	1.000	.262	94
PIT	13	8	5	5.0	.615	.270	62
MIN	13	8	5	5.0	.615	.274	110
SEA	13	7	6	6.0	.538	.285	93
S.L.	13	4	9	9.0	.308	.258	72
WEST							
S.D.	13	8	5	0.0	.615	.290	124
LA	13	6	7	2.0	.462	.275	105
STP	13	4	9	4.0	.308	.273	98
S.F.	13	3	10	5.0	.231	.258	111

## Pitching and Batting Stats

REGULAR SEASON			
R.KARKOVIC	AVG	.000	G 0
M.LAVALLIERE	RBI	0	AB 0
B.LYONS	HR	0	SB 0
F.THOMAS	H	0	SO 0
R.DURHAM	2B	0	BB 0
N.MARTIN	3B	0	HBP 0
T.LARRY	TB	0	SAC 0
R.VENTURA	OBP	.000	SF 0
C.GREBECK	SP	.000	E 0
O.GUILLEN			
L.JOHNSON			
L.MOUTON			
T.RAINES			
D.MARTINEZ			
M.DEVEREAUX			

Just how strong is your team? Review each of your players' pitching and batting statistics. Use the Up and Down Direction Buttons to scroll through the detailed listings.

## League Leaders

BATTING LEADERS			
TOP 10			
AVG	1	K.GRIFFEY JR	40
	2	F.THOMAS	38
HR	3	A.BELLE	36
	4	J.CANSECO	31
RBI	5	C.FIELDER	28
OBP	6	J.CARTER	27
	7	C.DAVIS	26
	8	M.VAUGHN	26
	9	B.MCELIN	24
	10	T.SALMON	23

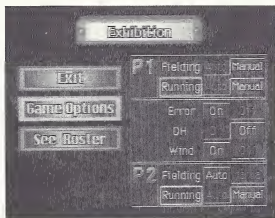
PITCHING LEADERS			
TOP 10			
ERA	1	E.GUNDERSON	N.Y. 0.00
	2	R.BOTALICO	0.00
W	3	E.FLORE	S.D. 0.96
PCT	4	M.JACKSON	1.49
	5	C.MADDUX	1.56
SP	6	R.CARGA	2.24
	7	T.BORLAND	2.36
	8	D.VERES	2.41
	9	D.HENRY	2.43
	10	J.BRANTLEY	2.48

The Top 10 Pitching and Batting Leaders for each of the Leagues are listed in a variety of categories. To view each category, Use the Up and Down Direction Buttons. To scroll through each league, Use the Left and Right Direction Buttons.

## Rosters

What are you up against this season? Choose any of the 28 teams in the league and review the rosters.

## EXHIBITION MENU

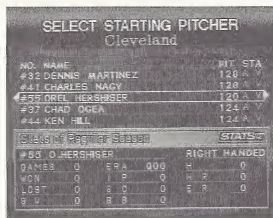


- Exit** - Exit the menu and play ball!
- Game options** - Fielding and/or running can be set to Manual or Auto. If set to Auto mode, the CPU will handle all of the fielding or running for you.
- Errors** - When set ON, players are a little more human. They may accidentally drop a catch or lose the ball on an easy play.
- DH** - When set ON, the pitcher is replaced in the batting order by a Designated Hitter.
- Wind** - When enabled, the wind will affect the ball.
- See Roster** - Choose any of the 28 teams in the league and review the rosters. To exit any of the Roster screens, press C.

## PITCHER STATUS

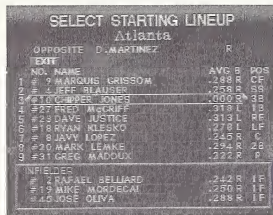
Pitcher status, shown on screen as STA, shows the availability of each of your pitchers. If the pitcher's status is AV, that means he's ready to start. Pitchers showing a U3D, U2D, or UID are unavailable for the number of days displayed.

## SELECTING A STARTING PITCHER



Use the Direction Buttons to move through the players. Each pitcher's ERA, win-loss and save record, and status are displayed. Press C to confirm your selection.

## ADJUSTING THE STARTING LINEUP



Use the Up and Down Direction Buttons to move through the lineup. Press the Start Button to maintain the current lineup.

**Changing the Batting Order** - Select a player to move by pressing C. Select a second player in the lineup to switch places and press C again.



**Substituting Players** - Select a player to be replaced by pressing **C**. Use the Left and Right Direction Buttons to move to the substitute players. Use **C** to select your substitution.

After the Starting lineups have been chosen, the vs. screen will appear. Press **Start** or **C** to select your game.

## BATTING

**Swinging the bat** - Press and hold the Up or Down Direction Buttons to swing high or low. Use **C** to swing.

**Bunting** - Press **B** to bunt.

**Substitute Players** - If you need to use a pinch hitter or runner, call a time out by pressing the **Start** Button. Select Pinch Hitter or Runner. Use the Direction Buttons to move through the list of players. Use **C** to select your receiver.

Remember, when a pinch hitter or runner is used, the replaced player is out of the game. Use pinch players sparingly, or you'll find yourself in deep trouble the next time around.

## STEALING A BASE

Press and hold the Direction Button corresponding to the intended base. Press **A** and your runner will attempt the steal.

## PITCHING

Pitching accuracy varies according to the player's pitching ability. Be careful, as your pitcher's power decreases, so will his accuracy.

**Fast ball** - Hold the Down Direction Button during the wind-up to increase the speed of the pitch.

**Breaking ball** - To control the horizontal path of the ball, use the Left and Right Direction Buttons.

**Sinker** - Hold the Down Direction Button throughout the duration of the pitch.

**Change up** - Hold the Up Direction Button during the wind-up to decrease the speed of the pitch.

**Intentional walks** - Move the pitcher to the far outside of the batter. Hold the Direction Button so that the direction of the pitch is also far outside.

**Pickoffs** - Use **B** to view a high perspective of the infield. Use the Direction Buttons to select a base for the pickoff. Use **C** to throw the ball.

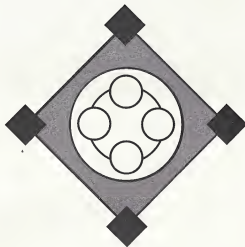
**Relievers** - If you need to relieve a pitcher, call a time out by pressing the **Start** Button. Select Relief Pitcher. A list of pitchers will appear on screen. Use the Direction Buttons to move through the players. Use **C** to select your reliever.

## FIELDING

As soon as the ball is hit, an overhead view of the field is displayed. A marker on screen will indicate where the ball will descend. A second marker will highlight which player is closest to the ball. Use the Direction Buttons to move the fielder to the ball marker.

**Diving catch** - Press and hold one of the Direction Buttons to select which direction to dive then press **C**.

To throw a ball to first base, press **C**. To throw the ball to any other base, hold down the Direction Button corresponding to the intended base, and press **C**.



If there is a fielder at the base, the player will automatically make the catch. If there is no player at the intended base, the player throwing will be cited with an error.

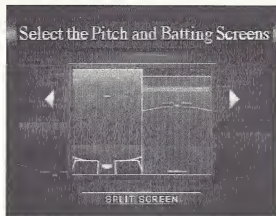
**Touching the base** - Press the Button and hold the Direction Button corresponding to the intended base and press **B**. The closest fielder will move to the base.

**Substituting Fielders** - To replace a fielder with someone from the dugout, press the **Start** Button to call a time out. Select Change Fielder. Use the Direction Buttons to move through the players. Press **C** to select a fielder. Select the substitute fielder and press **C**.



## SELECTING A VIEW

In 1P vs. 2P Exhibition mode, 3 different views can be selected: Batter's View, Behind the Mound and Split Screen.



Use the Direction Buttons to scroll through the views. Press **C** to confirm your selection. Once the game begins, the view may not be changed.

In any mode of play, press **X** to toggle between a high and low view of the outfield.

## SAVING YOUR SEASON

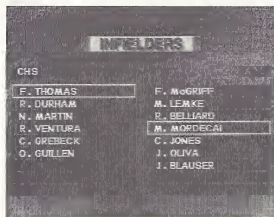
Bases Loaded '96: Double Header™ gives you the option to save your season.

Upon completing a game in Championship or Regular Season mode, the Results screen appears. Press **C** to call up the Save menu.

Saving data to memory is simple. Select save from the Save menu and your data will be saved.

## TRADING PLAYERS

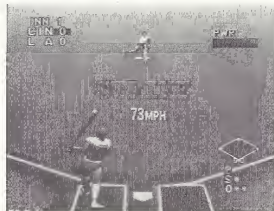
Bases Loaded '96: Double Header™ allows you to trade players from team to team. But just like in real life, some teams just won't let a player go.



Using the Direction Buttons, select two teams to arrange the trade. When the two teams are selected, the Player screen appears. Select the player to trade and confirm your selection using **C**. Now select the player from the second team to complete the trade. It's best to trade your players before beginning a season or series. Trading players during a season or series will overwrite your previously saved data.

## GAME SCREEN ELEMENTS

Each time a batter steps up to the plate, his name will appear at the bottom left hand corner of the screen. The player's previous results at bat will be displayed at the center. The meter by the pitcher measures his power. As the pitcher's power decreases, so will the level on the meter. If the meter turns red, you'd better call in a reliever.



## DOUBLE HEADER ABBREVIATIONS

### Player Positions

P	Pitcher	C	Catcher
1B	First baseman	RF	Right fielder
2B	Second baseman	LF	Left fielder
3B	Third baseman	CF	Center fielder
DH	Designated hitter	SS	Short stop

### Prior Plate Appearances

FO	Fly out.	FC	Fielder's choice.
GO	Ground out.	E	Error.
K	Strikeout.	X	Strikeout (looking).
1B	Single.	2B	Double.
3B	Triple.	HR	Homerun.
HBP	Hit by pitch.	BB	Walk.

### Batting

GAMES/G	Games played.	AB	At bats.
AVG	Batting average.	HR	Homeruns.
RBI	Runs batted in.	SO	Strikeouts.
SB	Stolen bases.	H	Hits.
2B	Doubles.	3B	Triples.
TB	Total Bases.	OBP	On base percentage.
SP	Slugging percentage.	BB	Walks.
HBP	Hit by pitch.	SAC	Sacrifice bunts.
SF	Sacrifice flies.	E	Error.

### Pitching

GAME S/G	Games played.	WON/W	Games won.
LOST/L	Games lost.	Sv	Saves.
ERA	Earned run average.	SO	Strikeouts thrown.
H	Hits given up.	HR	Homeruns given up.
ER	Earned runs.	PCT	Winning percentage.
IP	Innings pitched.	BB	Walks.
HBP	Batters hit by pitch.	SP	Save point.

## DOUBLE HEADER RATINGS

Each player in Bases Loaded '96: Double Header™ has been assigned ratings based on the player's actual performance. Every player is rated in the following categories:

H	Hitting, ability to make contact with the ball.
TH	Throwing ability.
SP	Speed, base running ability.
FD	Fielding ability.
BASEHIT	Basehit ability.

### Pitcher Ratings

SPD	Tap speed for a fast ball.
PIT	Control of pitches.
PWR	Maximum number of pitches per game.

### DOUBLE HEADER CREDITS

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This product has been rated by the Entertainment Software Ratings Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1 (800) 771-3772.

## Passwords / Notes

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper appears to be a standard notebook page or a sheet of stationery designed for writing. The edges of the paper are slightly irregular, suggesting it might be from a bound volume. There is no handwriting or other markings on the page.

## Passwords / Notes

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